

Wolverine • Maximum Carnage • X-Men 2

100% Tips!

Saga

Issue 23

£3.95

XS

**MARVEL COMICS
SPECIAL!**

**COMIC BOOK
CLASSIC. WE
PUT THOSE
SUPER HEROES
TO THE
ULTIMATE TEST!**

**MAXIMUM
CARNAGE
WOLVERINE
X-MEN 2**

FULLY MAPPED SOLUTIONS GUIDE!



3DOPLAYSTATIONSATUR

XBOX

Why
Upgrade your
mac

If y

Playing a part in your fu

NEOGEOATARIULTRA64PC

Issue **3**
On sale
5th October

Machine
you don't **upgrade**
your
magazine?

Sega

Issue

23

SUPER HERO SPECIAL

PARAGON PUBLISHING LTD
PARAGON HOUSE
ST PETER'S ROAD
BOURNEMOUTH BH1 2JS
PHONE: (01202) 299900
FAX: (01202) 299955

MANAGING EDITOR

Dave Perry

LAYOUT

Wendy Ellis

PRODUCTION EDITOR

Sarah Moran

CONTRIBUTORS

This Classic edition has been put together with the aid of all the hard work done by Sega XS's teams of game busters and mappers past and present. Too many to name here but you know who you are guys. Cheers!

ART DIRECTOR

Mark Kendrick

MARKETING MANAGER

Michael Robinson

ADVERTISING SALES

Keith Williams (Manager)
Diana Monteiro (Senior)
Alan Walton (Ad Sales)

ADVERTISING PRODUCTION

Allegra Gee (Controller)
Francesca Giannelli
Clare Loggery (Assistant)

PRODUCTION MANAGER

Jane Hawkins

SYSTEMS MANAGER

Alan Russell

PRE-PRESS

Stuart Taylor
Ted Dearberg
Jason Warren

SUBS/MAIL ORDER

☎ (01202) 200200

PUBLISHER

Ian Kenyon

PUBLISHING DIRECTOR

Pat Kelly

PRODUCTION DIRECTOR

Di Tavener

MANAGING DIRECTOR

Richard Monteiro

PRINTED BY

Mayfair Printing

DISTRIBUTED BY

Seymour International Press Distributors
Windsor House, 1270 London
Road, Norbury,
London SW16 4DH. (081) 6791899.

DISCLAIMER

Sega XS is a fully independent publication. The views expressed within are not necessarily those of Sega Enterprises, Sega Europe or Sega UK. All copyrights and trademarks are the property of their respective owners.

© 1995 Paragon Publishing Ltd.
ISSN 0968-3569

XS Contents

*Maximum
Carnage*05

X-Men 214

Wolverine26



MAXIMUM CARNAGE



Paint the town red with the definitive solution to one of Acclaim's best-selling Mega Drive game, courtesy of SEGA XS. Everything you ever wanted to know about the game (and, come to think of it, the original comic book series) awaits you over the next eight pages of awesome, fully-mapped arcade action!

This cart is 16-meg of hardcore beat-'em-up fun and you'll definitely be needing this guide if you ever hope to complete the full game. With music from cult punk-thrashers *Green Jelly* (remember the excellent '*Three Little Pigs*' and '*Anarchy in the UK?*') to groove along to and graphics true to the comic series, this is one storming game. So come with us as we prepare to storm the barracks of reality and enter a universe where men can fly and women can walk through walls! A universe where being bitten by a spider gives you extraordinary powers — in short, welcome to the Marvel Universe, my friend!



In the first level you take control of Spider-Man as he battles his way around a violent part of town. The scum here should prove to be no problem for our favourite web-slinger! Take your time while beating the bad guys up — the moves you learn here can be put to good use later on when the action hots up.

THE STREETS OF NEW YORK



You can chuck this dustbin at any baddie crossing your path — even if they're much smaller than you — there's no shame in being a bully here you know!

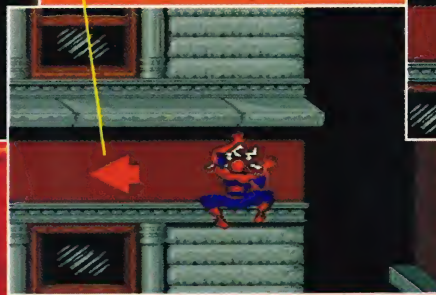
Grab the newspaper pile and throw it at the nearest enemy to you. The little heart will replenish your energy, so crawl along the wall to make things easier.

THE CLIMB



Spidey's Spider Sense acts as a sensor warning you of any assaults from Shriek.

The arrows tell you in which direction you need to swing, so always do as instructed!



If you get struck down, you must start the epic climb all the way from the bottom again.

THE ROOFTOP

Make sure you stay out of Doppelganger's line of fire and attack him from the side only. Don't let him grab you.



Spiderman can only attack one guy on this level, and that's his clone, the evil Doppelganger! If you stay out of his direct line of fire, and keep attacking him, it's easy to defeat him reasonably quickly. Once defeated, you see a non-interactive sequence in which that naughty woman, Shriek, knocks our Spidey off the roof and back into the alleyway below! Life isn't always too good for our hero, eh?



The American killer, Cletus Kasady, was considered too dangerous for normal jails, so he was moved into Ravencroft's maximum security area. One of the doctors made the fatal mistake of taking a blood sample from Kasady. The instant this was done, Carnage was released from inside his body! The monster started to slaughter everyone at the prison, before meeting up with a fellow psycho going by the name of Shriek. Later the two met up with Doppelganger before starting the hunt for Spiderman!

COMIC SEQUENCE PART ONE

Combat Moves



Face your enemy and then press towards and punch! They won't escape from this cunning little move.

BODY LOCK



Hit jump and punch at the same time to make Spiderman leap in the air while attacking both sides of the screen.

ROUNDHOUSE



Leap into the air and hit the punch button to cause some serious pain. These kicks are deadly for the enemy!

FLYING KICK



Spiderman can climb on any sturdy looking wall that you care to mention. Watch his agility and be amazed!

WALL CRAWL



A good looking move like this should be enough to get anyone hurtin', try it out and see the evidence.

JUMP KICK



Press the web button and hold it down. This allows you to protect Spidey from some of the enemy's nasty fire-power.

WEB SHIELD



There are loads of objects to collect around the levels. Simply walk up to them and press the punch button.

OBJECT PICK UP



Shoot that web to drag the opponent towards Spiderman, so you can then give them a serious beating.

WEB SHOOTER



Press towards twice to break into a run and then press the punch button while pushing away on the pad!

SHOULDER BARGE



Press diagonally up and the web button to create a web, allowing you to swing across almost any gap on a level.

WEB SWING



Hit those evil rascals right in the chops to send them off crying to their dentists. It's a simple move really!

PUNCH

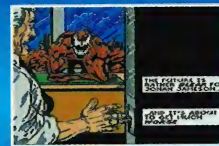


If in doubt, fire your spider webbing at an enemy and it should leave him all tied up! Simple, eh?

WEB TRAP



Carnage pops around JJ Johnson's office for a quick chat, while poor old Spiderman is left for dead in an alleyway. All the poor chap wants to do now is go home. However, the street punks have other ideas.



COMIC SEQUENCE PART TWO

THE ALLEYWAY

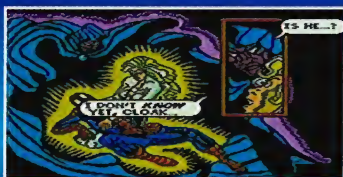
After being struck down from the rooftop by Shriek's energy blast, our poor hero is almost out for the count. Taking advantage of his present state of affairs, the local thugs decide they want a piece of the action and set about Spiderman. The enemy's are all very similar to those you faced on the first level, the only difference being here are now more of them than before.



Keep punching away at the baddies, often they just run straight into your punch.

Climb up this wall to find a secret area containing lots of extra energy and an extra life. Both are vital on later levels, where the action is going to be much more difficult.

At the end of the level, that lovely woman Dagger pops onto the scene and brings Spidey into the safety of the church. Little does she know...



COMIC SEQUENCE PART THREE

THE CHURCH

The evil Doppelganger is waiting for our hero in the church. But that's not all...



...Shriek also invites herself to the party, giving you not one, but two super-enemy's to deal with. It takes skill, patience and plenty of punching power to overcome odds like these!

Carnage jumps in on the action in the Church, and promptly bumps off Dagger before making his getaway. Meanwhile, Venom is about to make an appearance. Things are starting to heat up!



COMIC SEQUENCE PART FOUR

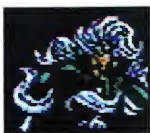
SAN FRANCISCO



In this small level, you control Venom as he takes an everyday stroll through sunny San Francisco. It's a simple enough level, and it shouldn't prove to be a problem for the careful player.

● Successfully completing this level takes you to this screen, it's now only a short journey to level eight!

Heroes & Villains



An ex-cat burglar, she turned her back on a life of crime in pursuit of Spiderman's love! Well, romance conquers all!

BLACK CAT



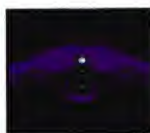
Steve Rogers, the Captain, is America's own national superhero — dedicated to truth, justice and the American way!

CAPTAIN AMERICA



Malcolm MacBride gained his destructive powers after becoming infected by a virus.

CARRION



As well as being Dagger's best mate, Cloak can also use his abilities to teleport almost anywhere he wishes in an instant.

CLOAK



Dagger is Cloak's biggest comrade in arms — her powers feed his lust for light and vice versa.

DAGGER



Michael Collins is a victim of the US Military — thanks to them, he's now an almost indestructible cyborg soldier!

DEATHLOCK



When the Hobgoblin sold his soul to the demon N'Astirh he became the stronger Demogoblin!

DEMOGOBLIN



An unintentional by-product of The Infinity Wars, this powerful mutant will prove to be a real pain for Spiderman to defeat.

DOPPELGANGER



A mutant with the powers of the Sun, Anjelica Jones is really hot stuff, though it wouldn't pay to joke in her presence!

FIRESTORM



Bruce Lee has nothing on this guy; Danny Rand is a true Martial Arts expert, with loads of deadly moves.

IRONFIST



This living vampire used to be a man of science. Now he is a man of darkness. How the times change, eh!

MORBIUS



An ex-street thief and drug addict, Shriek has the power to belt out dangerous screams of raw rage!

SHRIEK

TIMES SQUARE



● The Demogoblin is a tough and dangerous enemy. Kick him off his glider with roundhouse kicks and then keep on punching him once he's on the ground.



NEW YORK

Deal with Doppelganger in the same way you fought him earlier in the game for instant success.



Shriek and Doppelganger are your only enemies on this tiny level. Keep on playing this level until eventually the action takes place without your input.

● The differences between Venom and Spiderman are slim to say the least. Venom is slightly stronger, while Spidey is quicker. This means there are few differences in the tactics each superhero should adopt against Doppelganger.



COMIC SEQUENCE PART SIX

A new member of Carnage's team makes an appearance, in the satanic form of DemoGoblin. At the same time, Spiderman's team gets another two members in called Black Cat and Cloak. Sadly, there's no appearance by Dagger. After getting hit by Carnage in the



These men in raincoats shouldn't prove to be too much of a problem for your joystick skills.

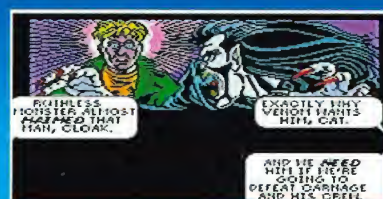


These barrels can be picked up and dumped on some poor fools head.



You can play through this level as either Spiderman or Venom. The setting for this stage of the game takes place in the mean streets of New York. As in previous levels, there is a wide variety of objects for you to pick up and throw at the baddies, just keep an eye out for them.

COMIC SEQUENCE PART SEVEN



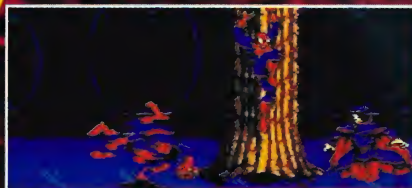
Spiderman's team manages to acquire yet another new member — this time in the creepy form of Morbious the living vampire. Carnage and his cronies start yet another mad bloodbath, this time at New York's newest nightclub! The Deep, as it's known, is by a cruel twist of fate the same place that Mary Jane Parker is spending the night!



THE DEEP



There are two parts to this level. It starts out with a normal fight in the nightclub, and end with a battle against Carnage's team!





COMIC SEQUENCE PART EIGHT

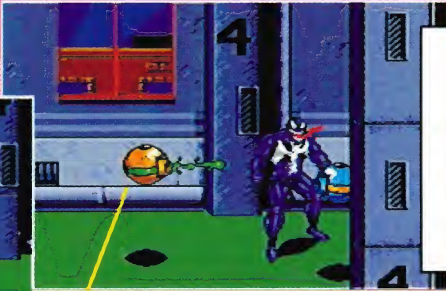
Our heroes assemble at the Saint Estes Home for Boys — the same place that Kasady (Carnage to us folks!) spent his youth. They decide to recruit Firestar to their ranks and to get a sonar gun from the Fantastic Four's headquarters.



FF HQ



At the start of the level, Spiderman and Venom have a quick chat before going their separate ways!



Your only enemies on this level are the hovering security drones that will continually attack you.

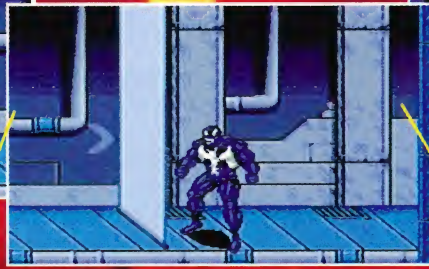
As the Fantastic Four are away from town at the moment, Spiderman and his team decide to storm the headquarters in pursuit of the Sonar Gun. But first they must get past the in-built security system...

FF LAB

Having managed to make their way past the first line of defence, Spiderman (or Venom, depending on who you're playing as) now face the lower levels of the complex. Oh, and a small problem called the Muzzoid!



The first problem you come across are Energy Shields — impenetrable barriers not only blocking your path, but also sucking your health. Timing is required here.



To kill the Muzzoid, climb up onto the walls and then drop kick the brute several times in the head!



COMIC SEQUENCE PART NINE

Firestar finally makes an appearance in this scene, giving Spidey much needed firepower!



ROOFTOP BATTLE

DemoGoblin can be defeated the easy way by calling up another Spidey-member with the gun.



Doppelganger can be killed off the easy way if you manage to corner him and knock him off the roof top.

Now things start to get extremely hard! Spiderman or Venom will now have to face up to the might of not only DemoGoblin and Doppelganger, but Carrion and Shriek as well! A handy Black Cat icon is available here, so as soon as you see it, grab it and activate it!

PROSPECT PARK

Lift this large rock up, and then use it as a weapon.



You should be able to grab a venom icon behind this tree.

More baddies than you can spin a web at appear in this level! Make the best use of the chumps by picking one of them up and throwing him at his companions! Revenge has never felt so good.



COMIC SEQUENCE PART TEN

Venom isn't too happy Firestar refused to kill Carnage — even though she had him at her mercy. Spiderman supports Firestar, causing an argument with Venom. They decide to call it quits!



Spiderman is forced to break-up his pursuit of Carnage in order to liberate a prison. The in-mates have taken control, and are running riot throughout the complex. All of the prisoners Spidey encounters are armed to the teeth, so keep an eye out for any stray bullets that get fired off. The in-mates can even kill off each other!

POLICE STATION



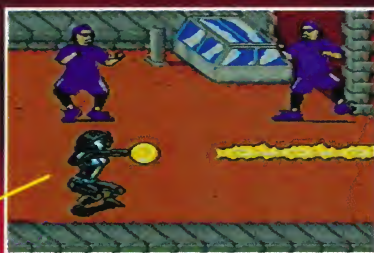
COMIC SEQUENCE PART ELEVEN



Spiderman's team realise that Shriek's psycho-sonic scream is actually unhinging the local population, turning them into mad, snarling creatures! Spiderman must stop this madness, and stop it now, or else it could be too late!

MANHATTAN ROOFTOP

After killing the first crazed-street punk, Spiderman can collect an IronFist icon that is found on the sky-light. Handy, eh?



MANHATTAN STREET

Is this really the end of the game? It certainly seems that way, doesn't it?



THE END



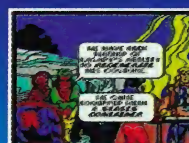
But no! Carnage Rises up out of the water, ready for at least one more battle!

The game isn't over just yet, although it may seem that way, what with the credits coming up and all. As you can see from the screenshots, Carnage is rising up from the watery depths of the lake, ready for one more battle yet! Can even Spiderman (or Venom) defeat him? Carnage will always attack in straight lines, so try to get at him from the sides if you can. It ain't gonna be easy, though

A good tip to use in this final level is to continually use roundhouse kicks to bring Carnage down. Keep at it and you should defeat him!



COMIC SEQUENCE PART TWELVE



The game is over and the Avengers take Carnage away, but before we bid farewell to the evil maniac, let's just take time out to view Venom's Comic Scene for a while. If it wasn't for his quick thinking, things could've turned out very differently indeed...

Cartridge supplied by:

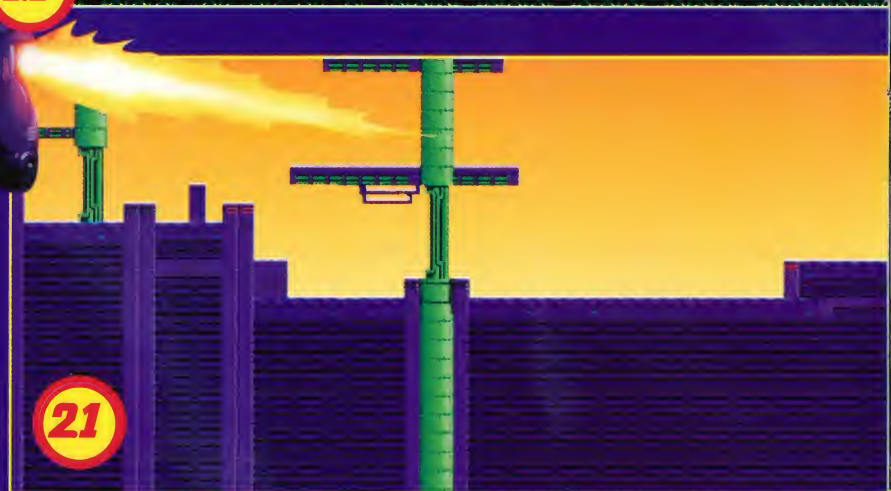
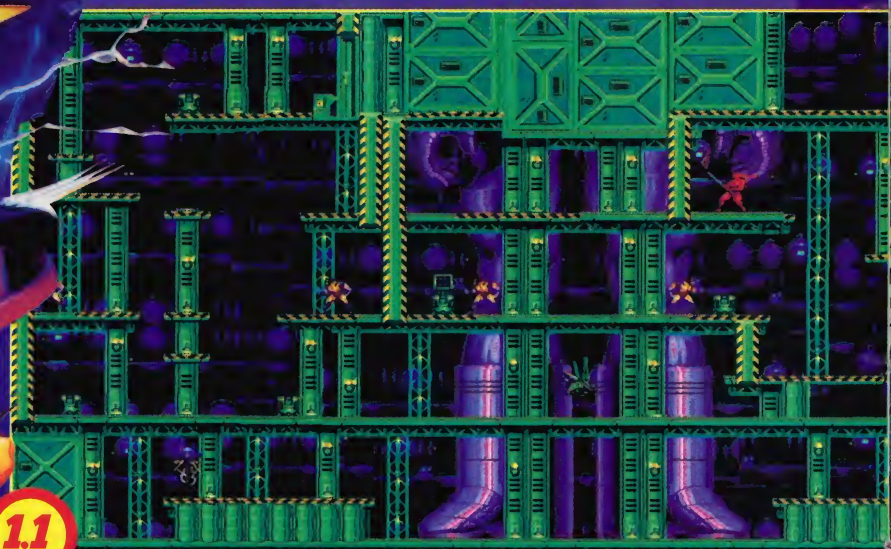
ACCLAIM

Tel: (0171) 344 5000

X-MEN

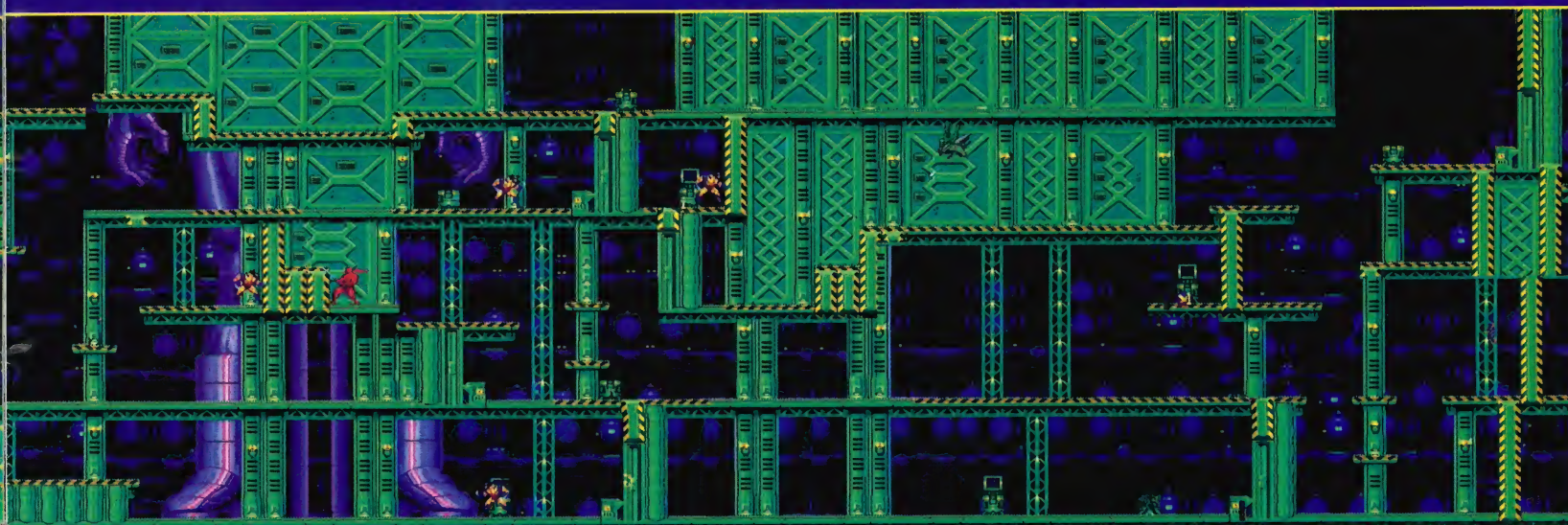
Earth's most famous team of mutant vigilantes, the X-Men, make a welcome return to the Mega Drive in one of the best platformers released this year. Over 12 levels of sheer mayhem and excitement await you as you desperately try to stop the Phalanx from taking over the planet by cloning all of the X-Men's deadliest foes... Gulp!

The first traces of Phalanx infestation are found in a secret Sentinel base, so waste no time about it and head down there pronto! You can choose any mutant to control for this level, although we personally found Wolverine and Gambit the easiest to control. Destroy the computer monitors and then leap over the blasts of electricity to open the various doors blocking your way, but watch out for any sudden sparks that move along the open cables.



12

When you finally manage to reach the Sentinel's brain, the next tricky task is destroying it. Walk left until you reach a lift and then go down it until you reach the bottom. Now walk a little to the right and you'll find the infested super-computer. The best tactic to use when destroying it is to crouch down just in front of the rotating circuitry and continually hit them as fast and as hard as you can. Watch out for the laser blasts that they emit every so often, and always remember to dodge the energy bolts that are fired out of the actual Sentinel's eyes – they can be deadly if you ignore them.



The second level takes place on the barren, but dangerous grounds of Magneto's satellite fortress – Asteroid M. Asteroid M is Magneto's home, and is littered with guards, booby traps and war-guns. This level is far from easy to complete, and the going gets especially tough when the flying guards start firing at you. Again, use either Wolverine or Gambit for this level as they're the easiest to control. You can't shoot any of the flying guards, so your best tactic is to just continually jump out of their gun-sights way and move on until they leave you.



22

23

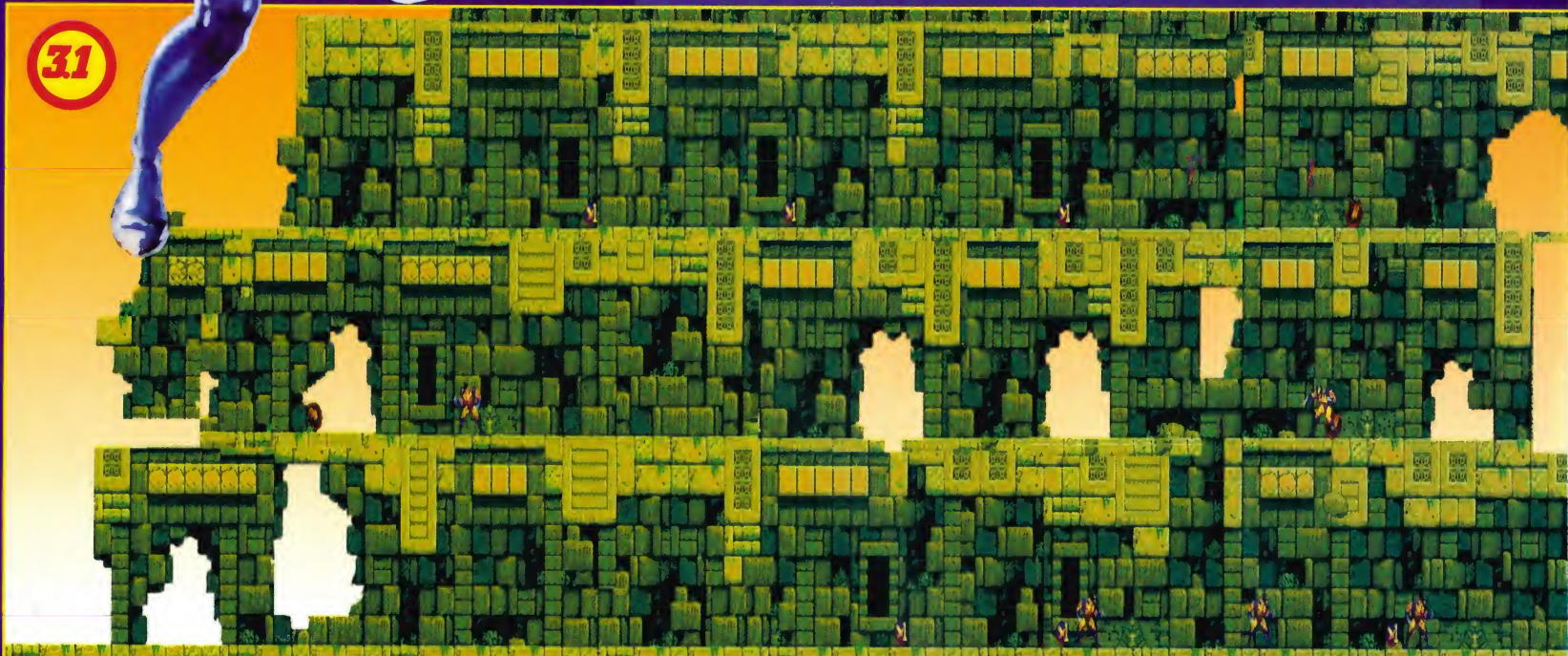


There are quite a few guards here and gun turrets, but simply deal with them just as you did before. There's the odd gun turret or two here as well, so leap over them and waste no time in getting as far away from their blasts as you can. Once you've got past that stage, you'll then find yourself falling down a sheer drop inside what looks to be a huge machine. Every so often you'll land on a metal trap door. Kill any guards you find lurking here and blow up the monitor to continue your fall into the centre of Magneto's base.



Apocalypse. The very name itself strikes fear into the hearts of all that is good in the world, but it is to Apocalypse's base that you must venture next. Set in the heart of the Savage Land, your task is to make your way up this huge map until you reach the top where a powerful mutant waits for you. Be patient as you venture along here, because various rocks and boulders will come crashing down on you from above. They shouldn't be too hard for you to avoid, but if one does happen to hit you then it will cause you quite a lot of body damage. You can only afford to take so many hits, so it pays dividends to go at a slow pace. Once again, go for Gambit or Wolverine. Keep an eye out for the rolling boulder-men, they can cause you real problems.

31





Going underground for this section, tricks, traps and trouble a-plenty await you here. There is many an obstacle to cross and puzzle to solve. Any of the X-Men can trek this level, but we still prefer Wolverine and Gambit anyway. Don't waste any time in hanging around in this stage. Parading the corridors of this evil place are various rock-men and moving spike-barrels. If you encounter any of the rolling rock-men, don't run away as they'll only follow you and more than likely hit you. What you should run away from, though, is the huge moving spike-barrels. One touch from these blighters and you're up to your neck in trouble. Whenever you get the chance to leap into a pit, do so and let the barrels pass safely over your head. Use the switches to change the direction the they roll in – vital if you want to buy some elbow room.



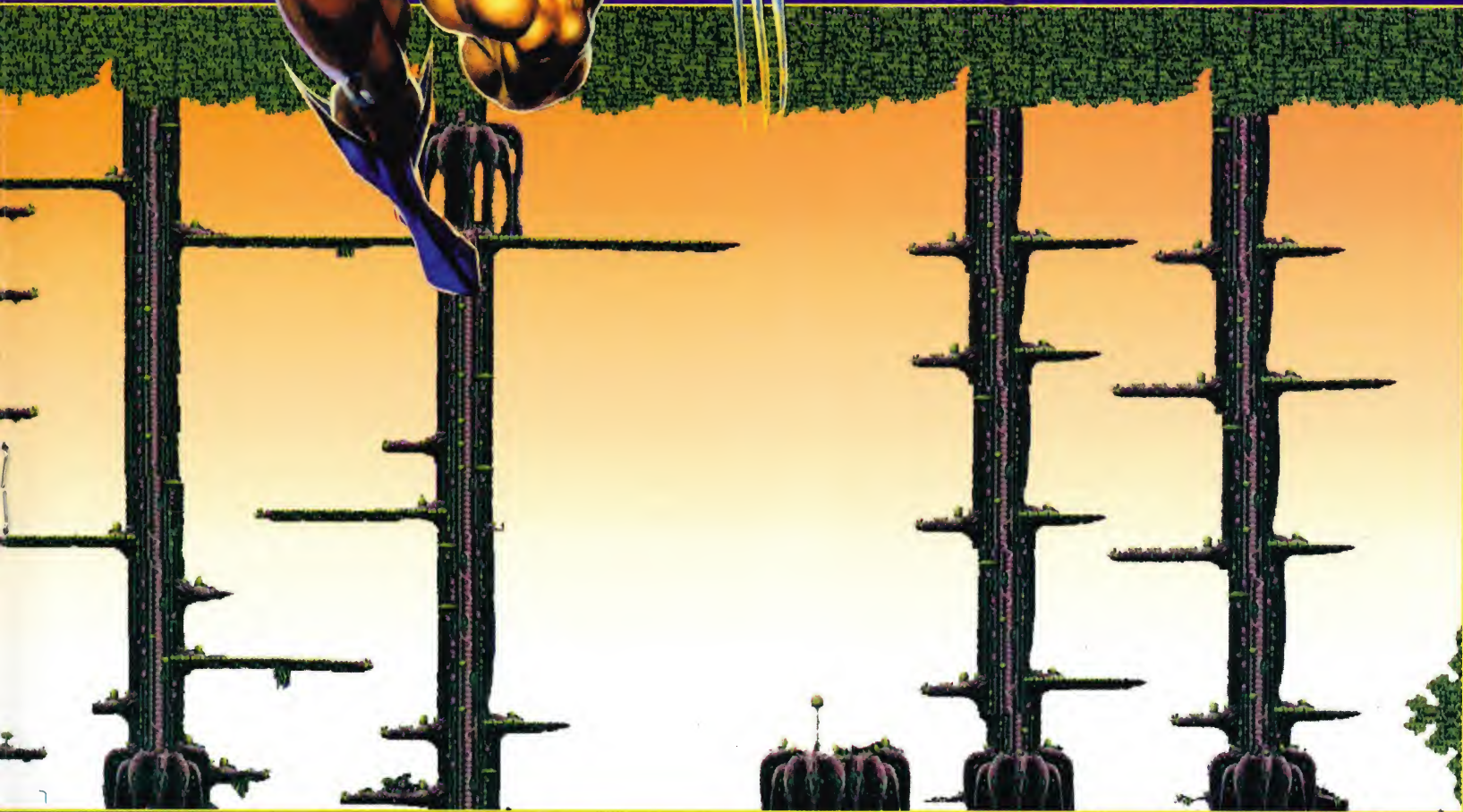


Level 4 Guardians

You will need to get to grips with the old jumping movement here, as most of this level consists of trees and tricky gaps to cross. This is one of the hardest stages to beat, thanks to the many spike traps and baddies that are dotted around. Much of this level can only be reached by climbing right to the top of a tree and jumping a huge gap in the hope of landing on something solid on the other side. Later on, you'll find a few guards dotted around who'll do their best to make life as hard as possible for you. Deal with them in the usual manner (slice and dice 'em). Don't be afraid to use your mutant powers on them, and always keep an eye out for any troublesome baddies lurking behind you. You can easily end your quest here if you don't take care!

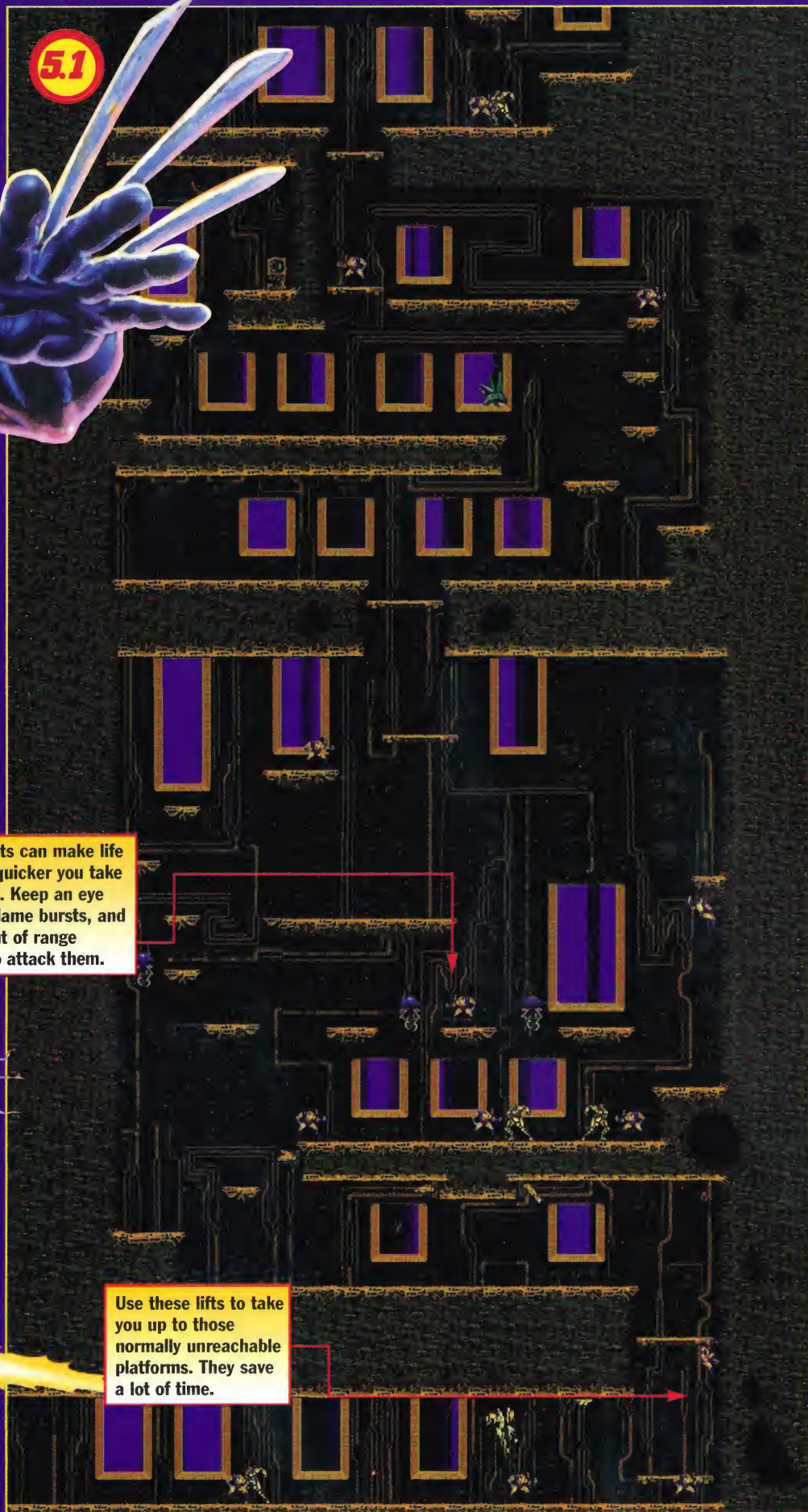


After you have completed the last section, you'll then have to get past arguably the hardest section in the game so far. Flying metal robots and red ninja-samurai are out to get you here, but the main problems come from the steadily rising pools of acid that continually chases you. One touch from this stuff and you're in big trouble! When you finally get past there, you'll meet up with the guardian – a mutating robot with an attitude problem. He'll at first start flying all over the screen shooting at you, so jump up and hit him as many times as you can. After you've brought him down to earth, he'll then change shape and come at you as a tank-like creature.



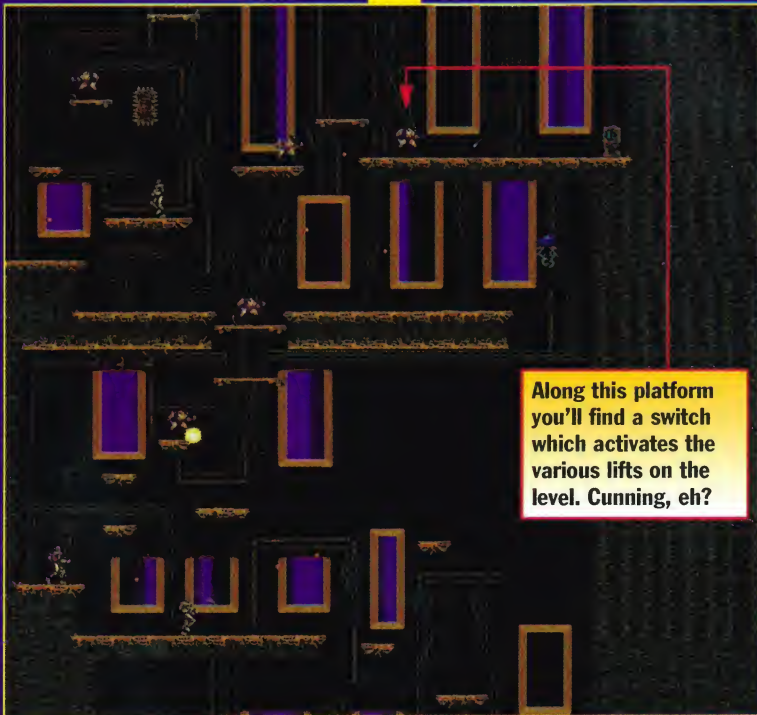


These hovering robots can make life hell for you, so the quicker you take them out, the better. Keep an eye out for their lethal flame bursts, and make sure you're out of range before you decide to attack them.



Use these lifts to take you up to those normally unreachable platforms. They save a lot of time.

Level 5.1 Guardian

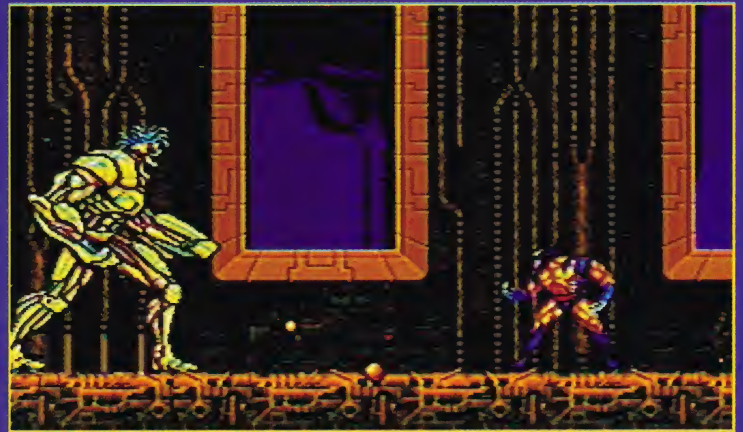


Along this platform you'll find a switch which activates the various lifts on the level. Cunning, eh?

As per usual, you can choose any mutant to play in this level, but most suited are either Wolverine or Gambit because of their jumping abilities and quick attacks. This makes them the easiest to control, and you won't have to worry about any special combinations, leaving you free to concentrate more on what's happening around you. As for the level itself, this is moving platform heaven! To get anywhere in this level, you're going to need the patience of a saint, as the slightest mistake often leads to you falling several screens down. Most frustrating. Activate all of the lift switches that you find along the way, and keep an eye out for any floating robots that cross your path.

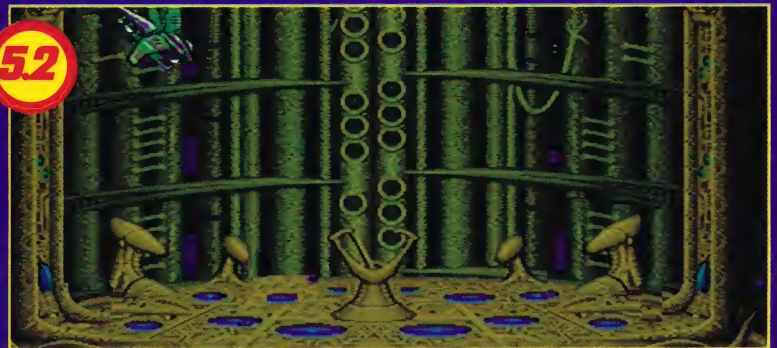
The sixth level is a real pain, so give yourself a pat on the back if you make it past this one! Littered with guards, booby traps and ceiling guns, you'll have to stay alert at all times to survive very long in this harsh environment. As I've said, this level is far from easy to complete, and the going gets especially tough when you reach the second part (the background will change to a lighter shade of blue when you get here).

Remember to use either Wolverine or Gambit, as they're the two easiest characters to control. If you're feeling particularly lucky, why not try just running through the level and ignoring all of the enemies that you come across? The longer you waste time in trying to kill off the guards, the greater the chances of you getting wasted.



The big baddie. Once you've reached the top of the last level, the screen will stop scrolling and this mean mother will appear. He'll start firing bullets at you from his gun, before marching up and trying to crush you to death with his feet. Leap over any stray bullets that come at you, and then strike at his head a few times to kill him. It takes practice before you can get past, but after a few attempts you should have him done and dusted. Wolverine is probably the best character to use against this baddie, as his claws are excellent for causing the most damage. Characters with ranged attacks aren't as good, because you're liable to get hit by the bullets as you aim your fire. Once you've killed this guy, it's onto the next level. Things don't get any easier from here onwards, so be warned!

52



This next stage takes the form of a huge descending left with robotic flies that continually swarm down on you from above. It's all pretty self-explanatory stuff, but kill the flies by leaping up and hitting them twice to destroy them. After a couple of minutes of this, they'll stop attacking you and you're then free to enter the next stage. If you don't hit the flies when they first appear, they'll get a fix on you and start firing energy-balls. One hit from one of these takes away a lot of energy, so avoid them at all costs. Hit the flies as fast and as hard as you can, troopers!



This guy causes you no end of problems, as the wall-mounted guns fire away while you deal with him.

Huge bugs infest this section, and to make matters worse, they can also fire energy-balls at you!

6.1

Triple trouble here, with two guards and a mounted gun to contend with.

6.1



6.2



Inbetween each section from now on, you'll have to work your way past this tricky stage. Falling down, avoid the spikes and then kill the evil bug at the end. Splat!

A maze of horror and excitement awaits you here, as you try to battle your way past all manner of baddie and still look suitably macho. Can you do it? Well, you can if you follow your way around the map (ensuring you don't get lost) and make good use of the tips that we provide! There are quite a few guards and gun-turrets here, so be prepared to deal with them all in the usual manner.

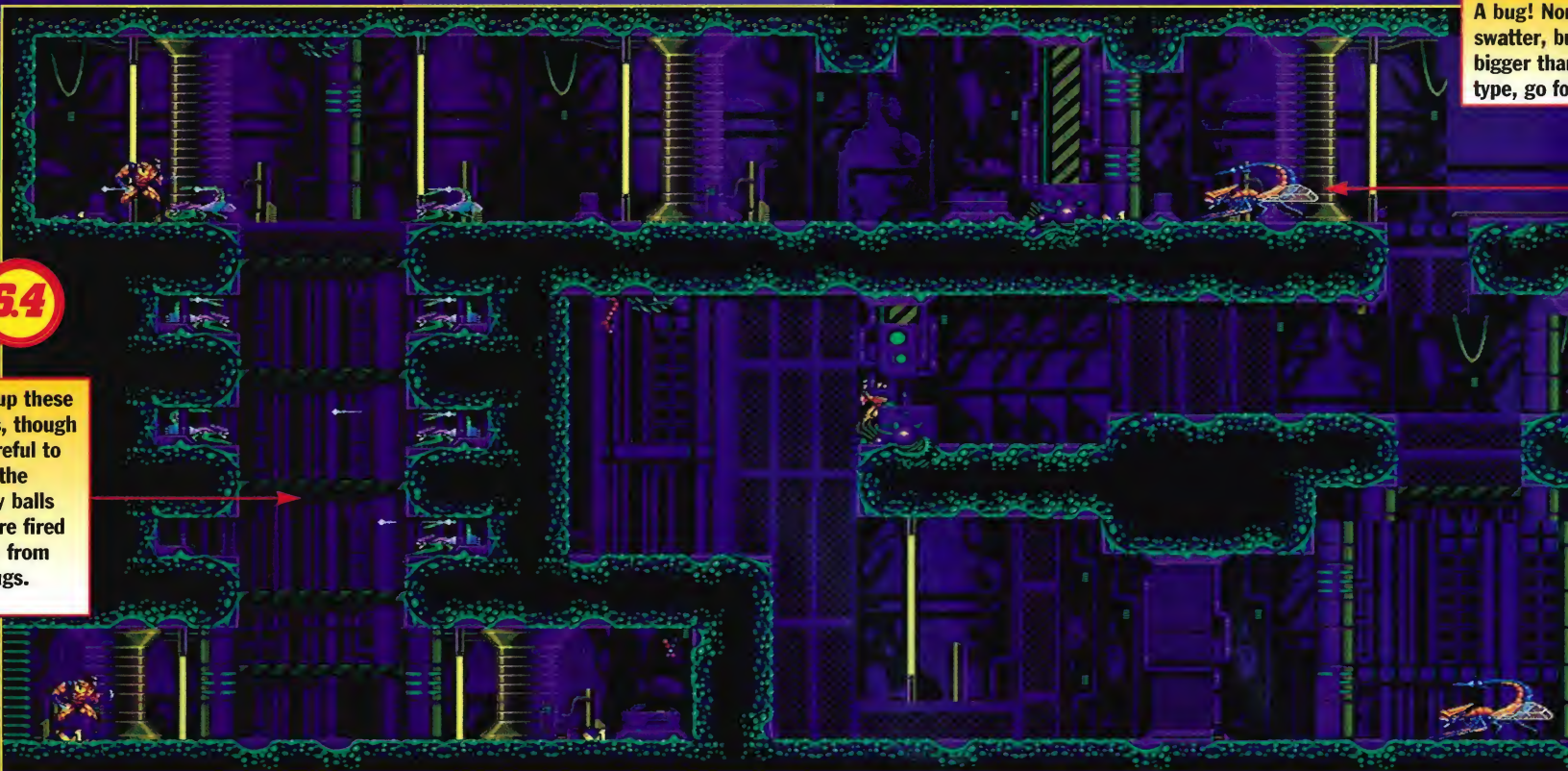
Quite a few guards and general platform game baddies here, so deal with them all in the usual way and don't dilly-dally on the way! Right at the start of the stage are some tricky little bugs which fire (it would appear) spit at you. You can either kill or avoid them. Killing them is more fun, but it inevitably involves taking a hit or two. The other method is by far the safer of the two to go for, all that's needed is a bit of timing. Follow this map and you're guaranteed never to get lost again!

6.3



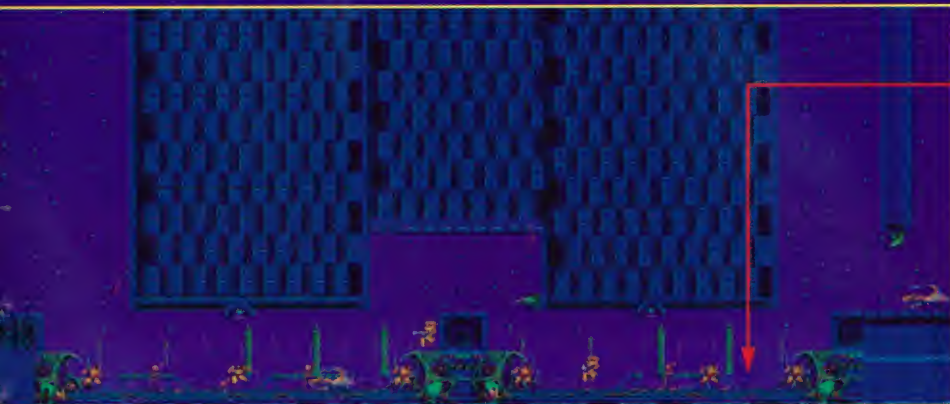
Leap up here and then make your way to the exit, which should be almost directly in-front of you by now. You should have killed all the guards by this time.

6.4

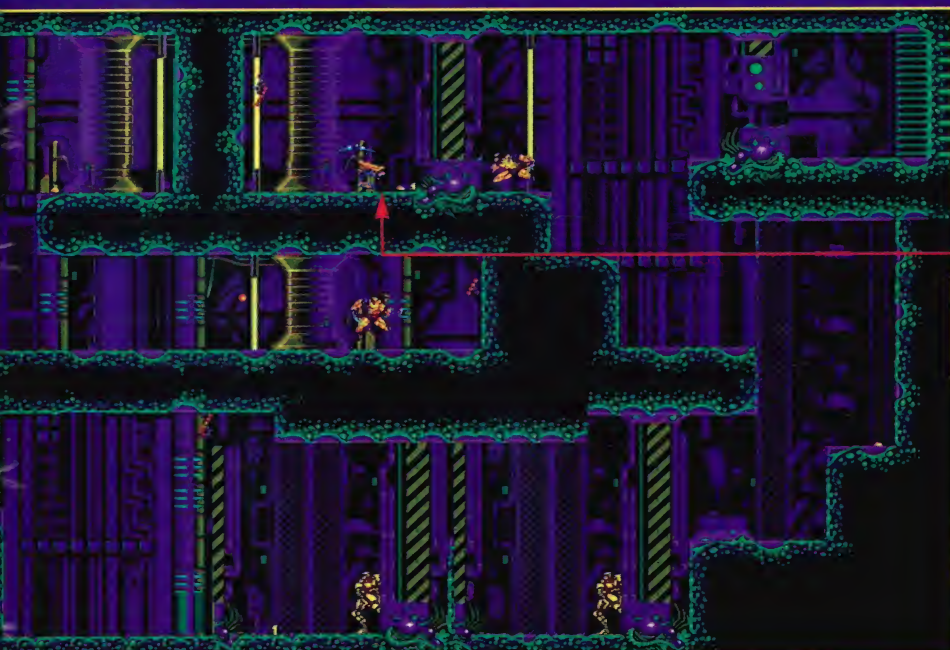


Leap up these ramps, though be careful to avoid the energy balls that are fired at you from the bugs.

A bug! No swatter, bigger than type, go for



You've nearly made it now, so be ultra-careful here, as the last thing that you want to do is die now that you're so close to the end. There is one final bug to kill, so be prepared for him and don't mess up!



There's a mean and nasty guard waiting for you here, so crouch down out of his sight and wait until he gets near you. Now leap up and slice 'n' dice 'im to death!

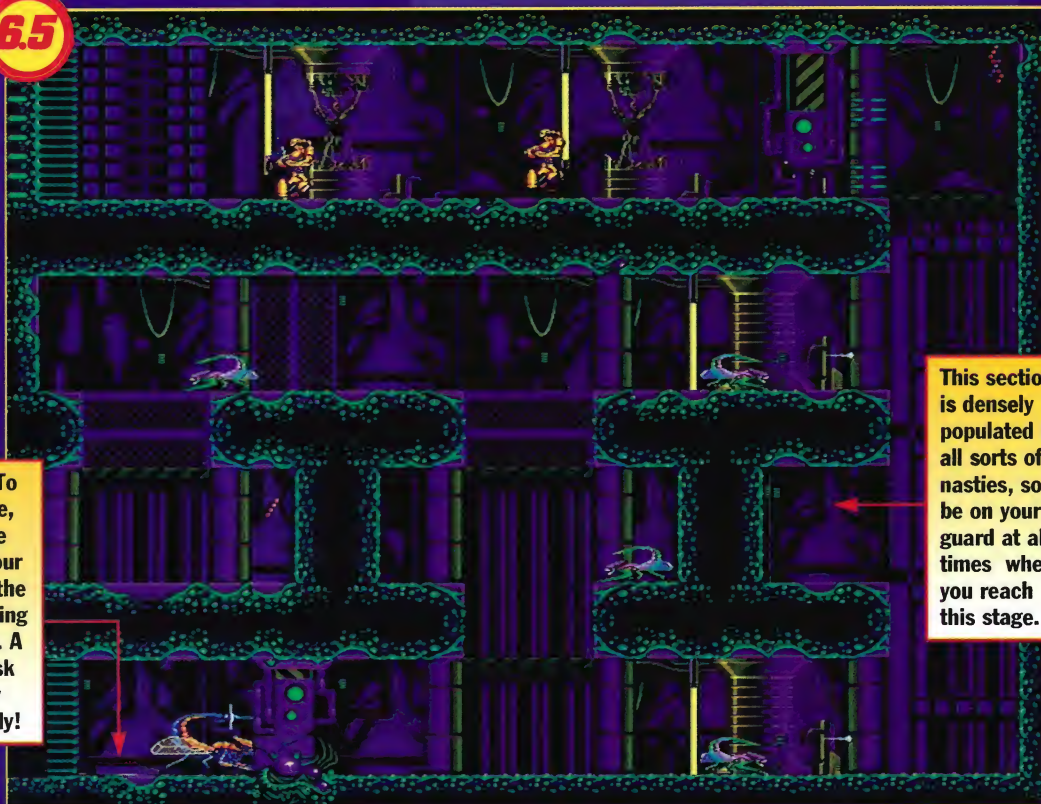
A small-ish map (for a change), this stage shouldn't pose too many problems for you. The main problems on this stage come from the bugs and guards patrolling the corridors, but by now you should know exactly how to deal with them. Any of the X-Men can be controlled in this stage, but we still prefer Wolverine and Gambit any day of the week. There's not too much jumping to be done here, but plenty of fighting. Keep your wits about you and you'll make it past this stage without too many worries. Probably the biggest problem here comes from the bugs – the energy balls that they fire at you can be deadly. Take your time and you'll be able to get past this stage with no problems.

Finally I'd recommend a fly-seeing as these chaps are yer normal household Wolvie's claws.



The exit. To reach here, you'll have to fight your way past the bug blocking your path. A simple task for you by now, surely!

6.5



This section is densely populated by all sorts of nasties, so be on your guard at all times when you reach this stage.

6.6

A deceptively quiet-looking part of the level. Don't relax just yet – baddies can pop up at any time. Gulp!

You can climb up this slippery wall by digging your claws into the side and then jumping off when you eventually reach the top.



Yet another tough stage, but take heart in the fact that you're nearly at the end of the game now. One of the harder stages to beat, this is mainly thanks to the huge amount of baddies that you find here. The guards here do their best to make life as hard as possible for you. Deal with them in the usual manner (slice 'n' dice 'em). There isn't much more to this than meets the eye. Plenty of extra energy power-ups are lying around waiting for you to pick them up, so if you ever start to run low, have a good look around.

Don't be afraid to use your mutant powers here, and always keep an eye out for any baddies that are lurking around behind you. If you manage to reach this far into the game, the chances of you getting past this stage are slim indeed. Keep your wits about you and think fast, die hard and take no nonsense from the baddies!

One of the last stages of the game, but also one of the hardest unfortunately. Packed with baddies, the main problems here come from the bugs and robotic guards. By now, you should be a master at killing them, so you don't need any help in that department. The first thing you'll notice in this stage is a bug that runs up to you, but you should be able to defeat him in the usual manner easily enough. Plenty of jumping and general platform malarkey to be done, but there's nothing too serious here that will catch you unprepared. Don't waste anytime in hanging around on this stage. Once again, any of the X-Men can trek through this level, but you might try Wolverine and Gambit. They're the easiest characters to control. Remember to collect any power-ups that you see. Remember to use your super-powers in this stage – they're there to help you. Kill all the baddies, basically.

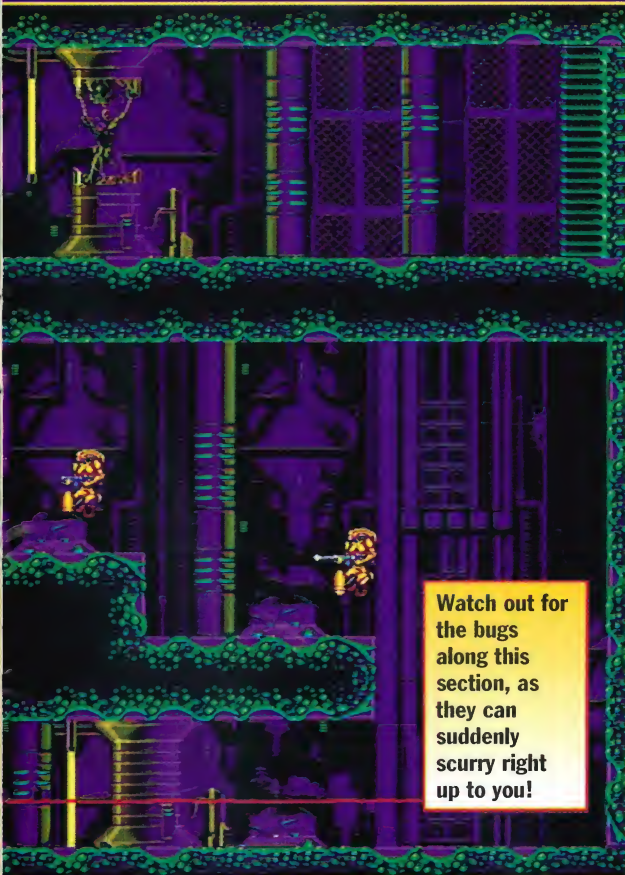
6.7

Remember to keep an eye out for the spitting bugs here.

The bug here is a real pain, as he suddenly comes up to you and starts attacking.

A wall-mounted gun. Avoid the bullets that it spits out.





Watch out for the bugs along this section, as they can suddenly scurry right up to you!

Level 6.7 Guardian

One of the last guardians. This meanie will run across the screen at you, so run away from him as fast as you can. The beast will then stop and start spitting fireballs at you. Now is the time to kill him. Aim for his head and you'll cause him quite a lot of damage. That'll teach 'im!



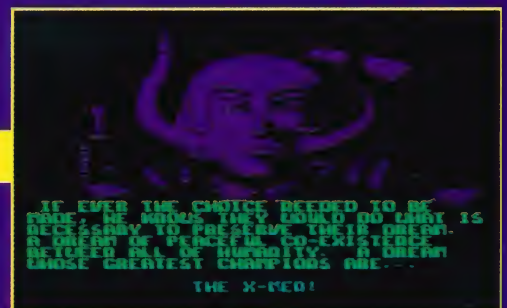
Final Baddie

The final baddie to end all baddies is basically a collection of clone X-Men. They'll mimic their real-life alter-egos exactly, and as such they'll use the same attacks as well. The hardest characters to beat have to be Wolverine, Gambit, Cyclops and Storm. With a bit of practice, you should be able to handle them. After you've gone through every X-Man, you can sit back and make yourself a nice cup of tea – you've just completed the game!



End Sequence

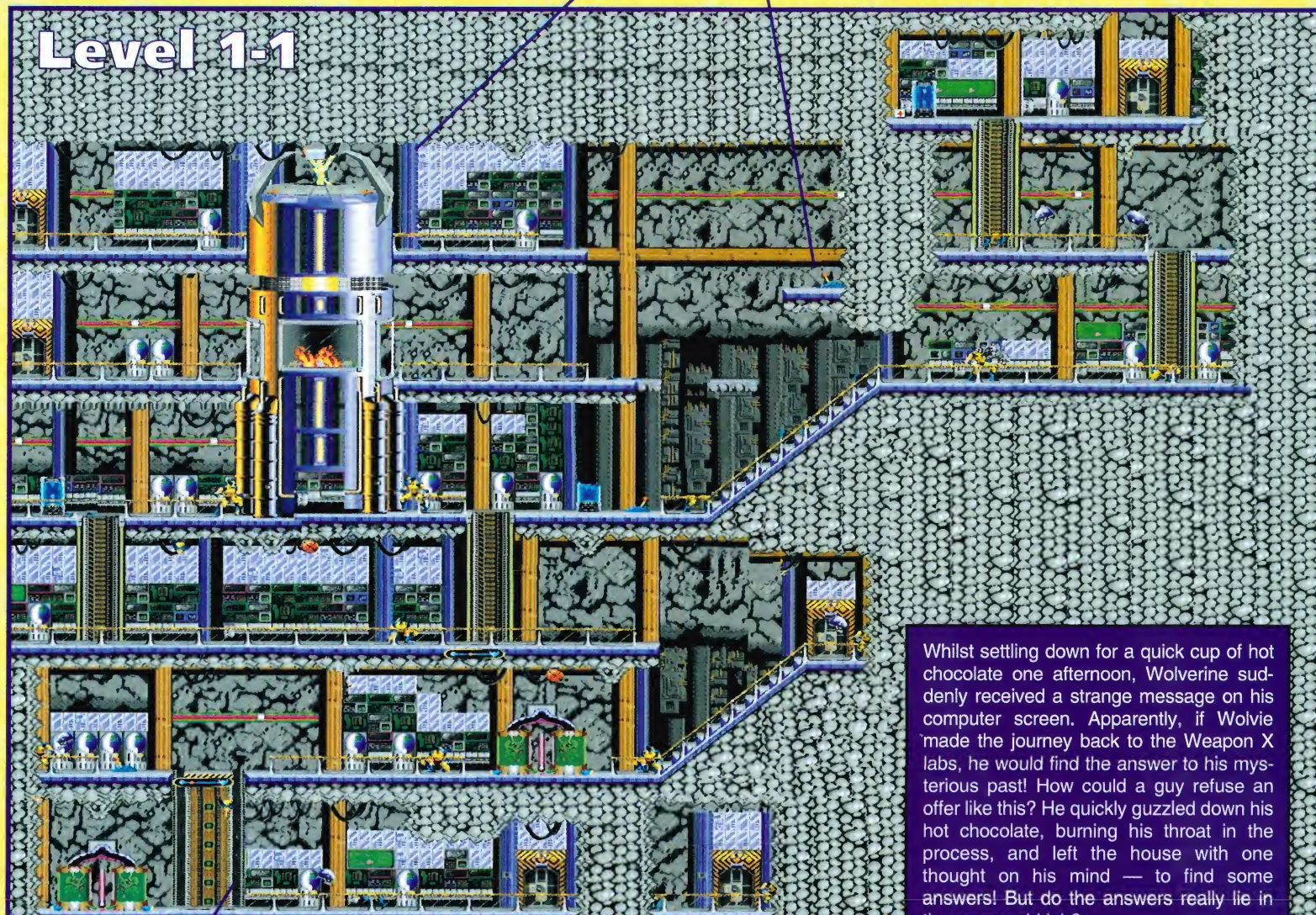
The end sequence basically takes the form of eight screens-worth of text. It tells you what happened to the Phalanx in the end, how Magneto and Cyclops never invited each other to their birthday party's, and how the X-Men are basically the best thing to happen to the planet Earth since the invention of bread and butter. So, there you have it!



Time your movement carefully when you try to get past this electric charge. Now leap over the gap as far as you can, you should just make it onto the far ledge!

Flick this switch to open the door below you. Now prepare yourself for a bit of a fight with a robotic dog!

Level 1-1



This is where you start your adventure. Watch out for the floating security android that instantly attacks you and then deal with the armed scientist waiting a little further on. Switch the lever on the ground to call down the lift, and then hit it again to make it go back up. Easy!

Whilst settling down for a quick cup of hot chocolate one afternoon, Wolverine suddenly received a strange message on his computer screen. Apparently, if Wolvie made the journey back to the Weapon X labs, he would find the answer to his mysterious past! How could a guy refuse an offer like this? He quickly guzzled down his hot chocolate, burning his throat in the process, and left the house with one thought on his mind — to find some answers! But do the answers really lie in the creepy old lab?

Marvel's very own anti-hero has been given his very own game, thanks to our chums at Acclaim! Seven levels of platform-related fun await you, blending the traditional platform elements with a fair old smattering of martial arts. What a combination! Of course, by no means is this an easy game to complete, so thank your lucky stars you have an XS players' guide to help you along.

You want to know the plot of the game?

Well, for too long, Wolvie's past has remained a mystery, until now, that is.

The chap with the claws is journeying back to the place where it all began:

The Weapon X labs! It's a tough game to play, but if you're bowin' down, then let SEGA XS do the cuttin' for ya!

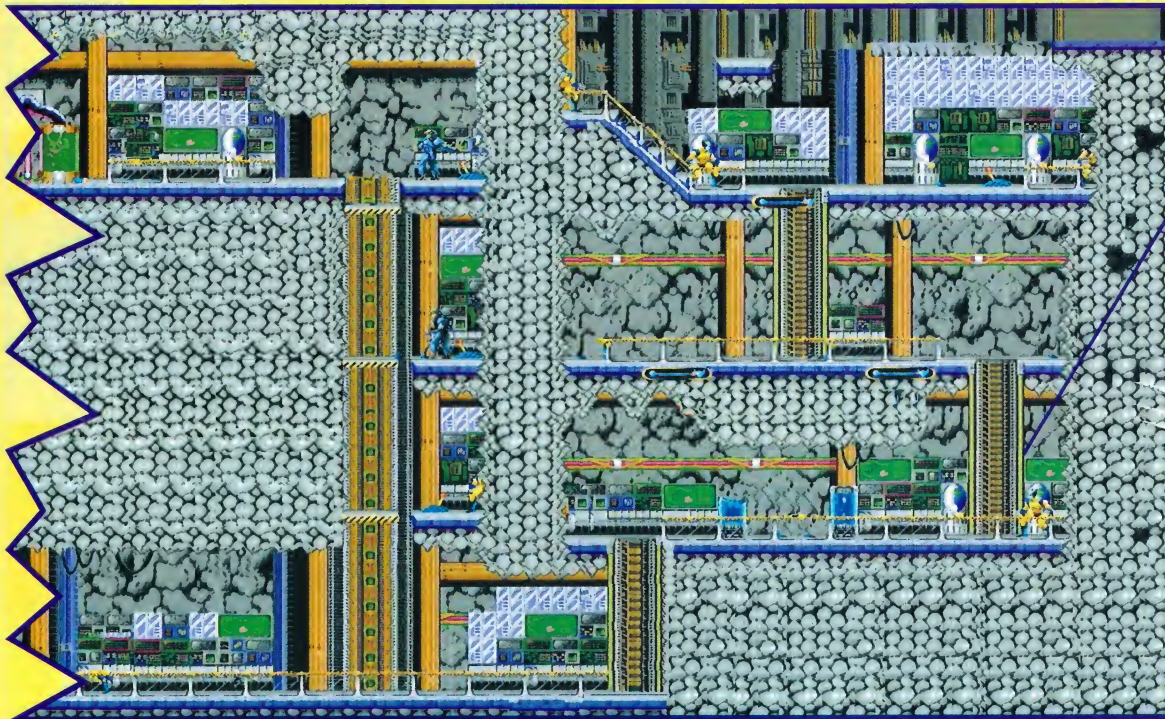
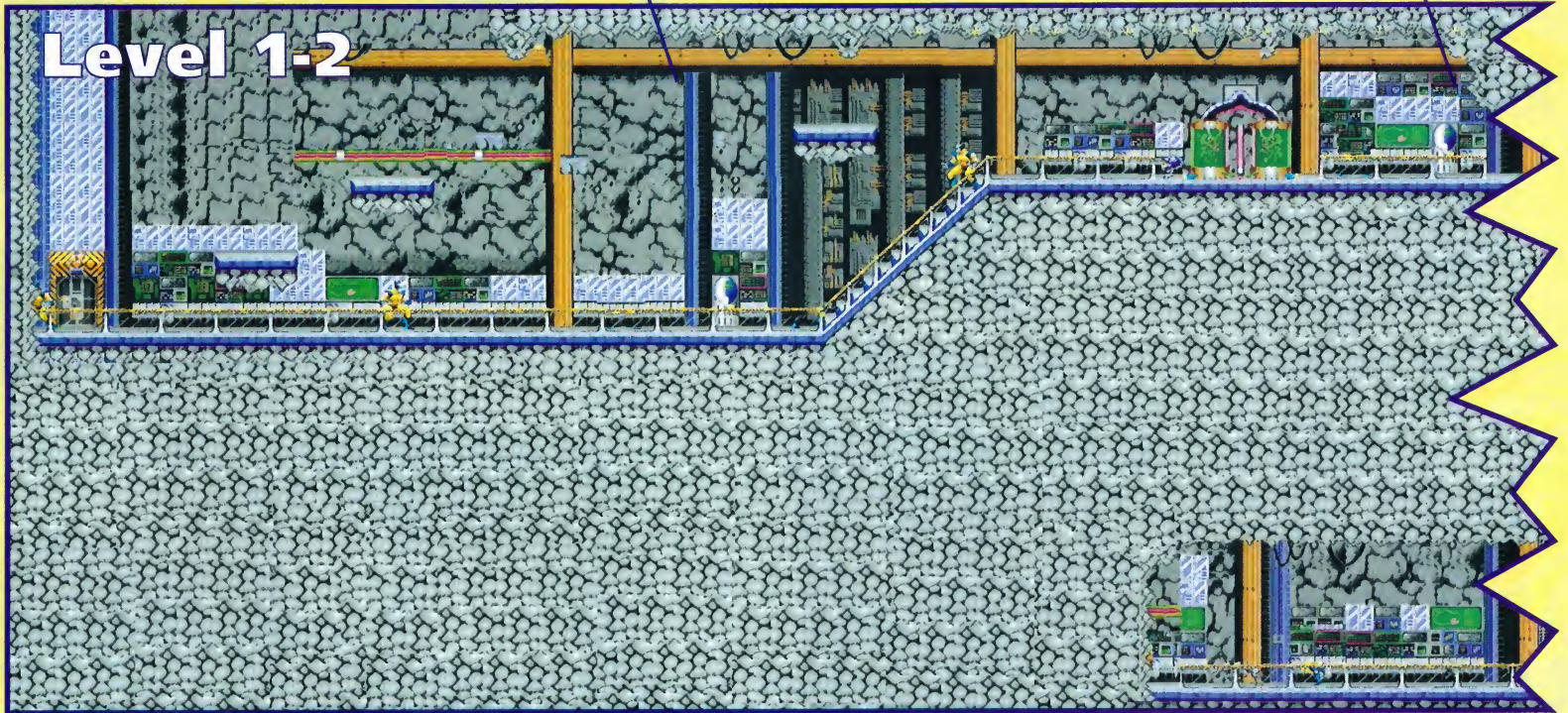
**MEGA
DRIVE**

ACCLAIM • CLAW-'EM-UP!

WOLVERINE

Once you jump on these platforms they crumble away to nothing, so be quick about it or you'll have to jump on them all over again.

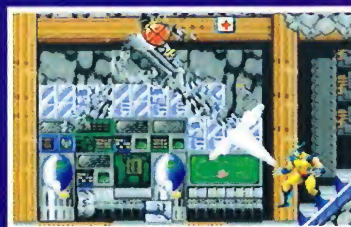
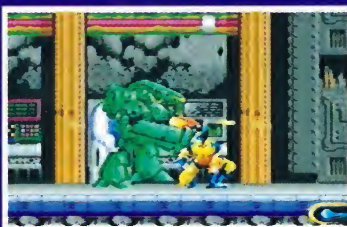
Keep an eye out for those pesky security droids. They have a habit of suddenly appearing when you least expect it!



While you climb up the ladder, make sure that no-one shoots at you.

Guardian

There are two guardians in this first level. To kill the first robot one, simply jump up at him and continually slash away. As for the big gun, all you have to do is aim your attacks at the middle of the huge weapon. Hurrah, roll on Level Two!



This thin layer of ice will collapse when you step on it, so get those running feet ready!

You will slid down into the caves once you reach this section – don't worry, it's supposed to happen!

Level 2-1

Professor X offers to help Wolverine out in his hour of need, but being as stubborn as they come, Wolvie declines. After finding no joy in the Weapon X labs, the next place Wolverine decides to explore is in the harsh, snowy desert, otherwise known as Dead Man's Land! Can even a mutant with claws and a healing ability survive this experience? One thing's for sure, not only will there be trouble in the high grounds, but also more problems than a man can handle in the caves below. The enemies are lining up, but only you can decide what the outcome will be. Are you ready? Well, have you brought your flask of chicken soup and a spare jumper? Hey, you're ready all right, just don't forget to unsheathe your claws!

This guy has a gun, so be prepared to move in quickly and take the fat, dozy chap out cold and fast, eh?

Level 2-2

An extra energy boost is yours, if you want it. Just don't hang around admiring your work!

Nothing much to see or do in this section, so just keep on running.

Use your claws to scale up this wall-surface, but look out for those pesky bats!



Beware of the bats that flutter around you here. You can kill them with your claws if you want.



Albert, the android Wolverine, is a tough opponent to defeat – the best advice is to keep on jumping and sliding all over the place to make life for him as hard as possible.



Keep your eyes peeled for more robot guards – they will normally pop up around here without much warning.



Guardian

When fighting the helicopter, choose from one of the four weak points and then continually aim your attacks there. To defeat the lurker, slide into him and then claw the furry monster.



When you jump onto this platform, the Canadian Ninja will start to attack you almost the instant you land. Watch out for it!

Scale the trees in this level by sinking your claws into the bark and then scaling up the sides — all in a day's work really.

Level 3



After managing to cross the Dead Man's Land alive, Wolverine finds himself lost in the Canadian forest. Lady Deathstrike finds out about this and immediately goes there with a trusty band of the Hand's Ninja Assassins. Sabertooth, Wolverine's sworn enemy, also makes the trip. Poor old Wolvie, eh? Little does he know of the dangers that await him! For this level, he must battle his way through the Canadian forest and at the end of it, hopefully he'll learn of who lured him into this death trap. Explore around the forest, keeping an eye out for the ninjas all the time. Just before the end of the level, you'll find yourself having to jump onto invisible platforms. This is not only tricky, but very annoying as well. It's really a matter of luck if you manage to get past this.



One final jump to make before you have to face Cyber...

After defeating Deathstrike, Sabertooth and the Canadian branch of the Hand, Wolverine manages to learn that it is Shinobi Shaw who is responsible for all of this. He also learns that Shaw is currently located at the Inner Circle, in the centre of New York. As he begins his journey there, he comes across Cyber, the Adamantium-skinned supervillain. Cyber wants to kill both Wolverine and Shinobi Shaw, and so leaps at the chance to deal with Wolverine the moment he sees him. He manages to drug Wolvie, sending him into a bizarre world of hallucinations and nightmares. If he ever hopes to see the light of day again, Wolverine must battle his way out of this and defeat Cyber at the end of the level. You're going to need all of your skill to get out of this one... alive!

Level 4



Tiny martians and Sabertooths will jump out of these holes at you, so look out for them mate!

When you jump up here, make sure you don't get pushed off by the huge spike that continually moves in and out.

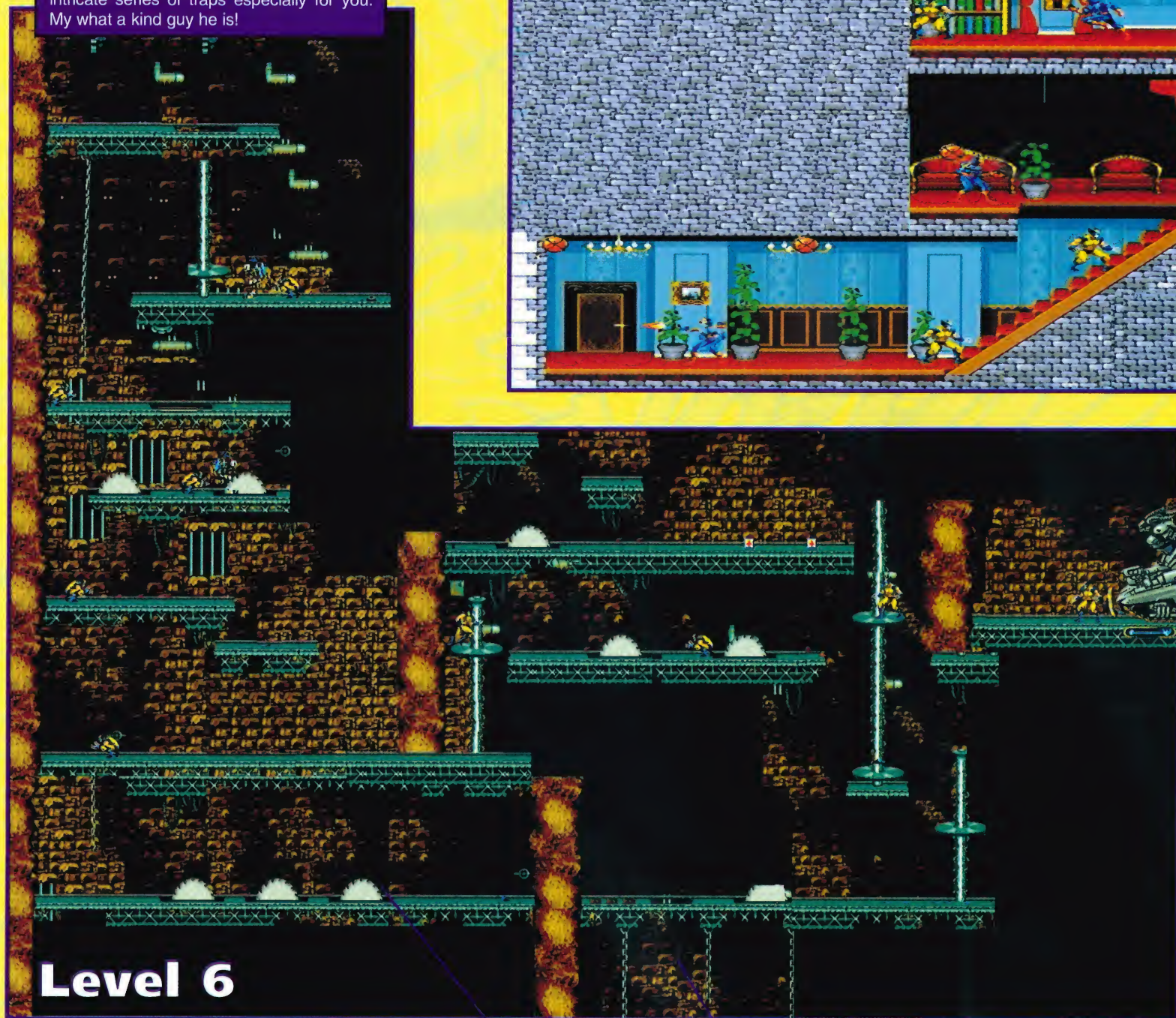
The lasers will take pot-shots at you as you climb up these steps.

Having trashed Shinobi Shaw's home, Wolverine pursues the villain down into the dungeons below New York. Wolvie finds himself in a complex maze of hooks and chains, but somewhere among this mess is Shinobi Shaw. Can the little guy find him, or will he become forever lost and trapped in this foul, tainted pit of filth, disease and debauchery that they call... New York? Your task for this level is to track down Shaw and destroy his Doomsday Robot. This won't be easy, though, because Shaw has laid out an intricate series of traps especially for you. My what a kind guy he is!

Level 5.1



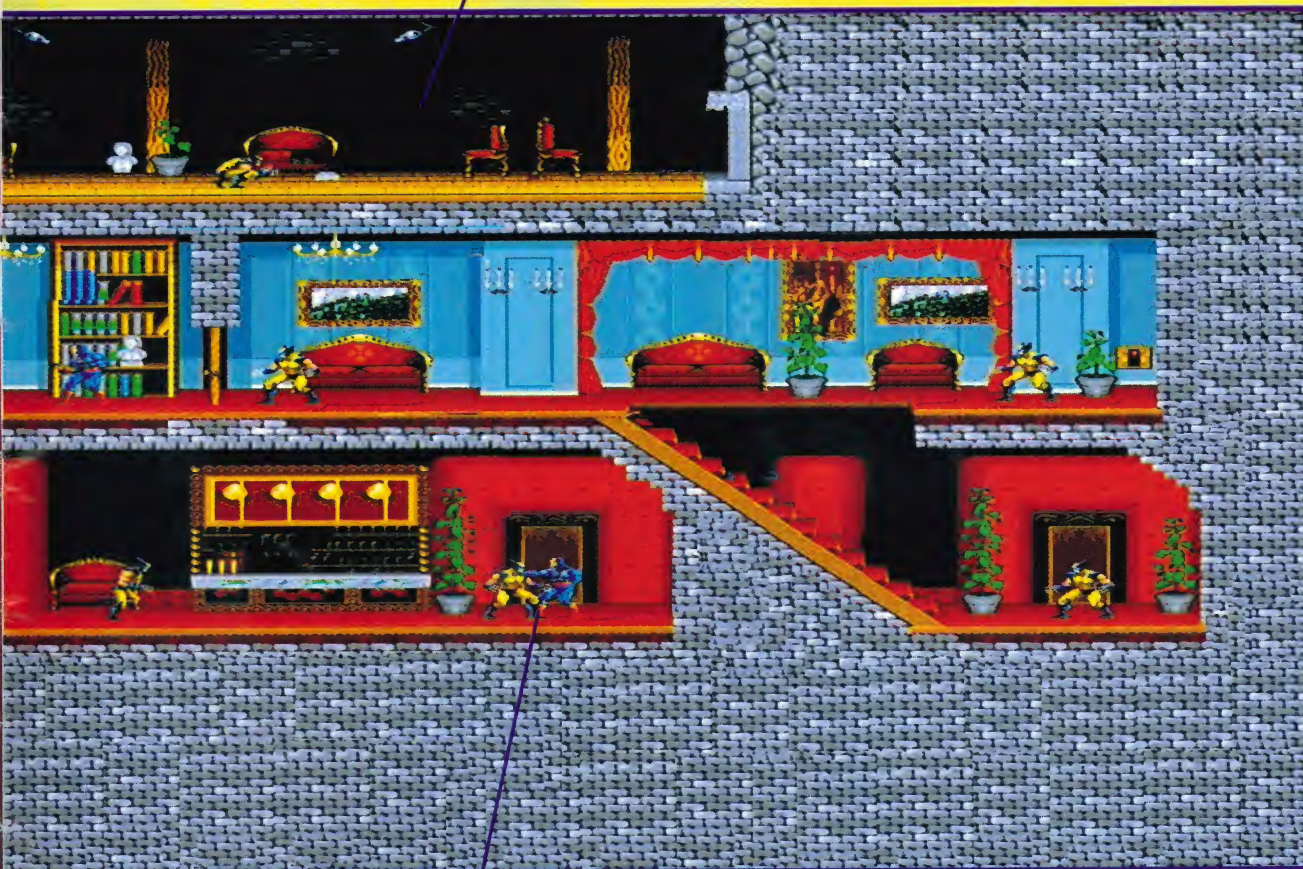
Level 6



Tricky little things, these circle saws. Its best not to touch them, really! Jump over them and keep heading on your way.

It is possible to dig your claws into these chains and then scale up or down them. So there is the simple answer to the question, how do I get past this?

Avoid the last laser, and then make your way through the exit just to the right. Hurrah!



Don't try break dancing with these guys, killing them is much more your thing, Wolvie!

Wolverine finally makes it into the Inner Circle, but the question is: can he find that villain, Shinobi Shaw? This is the encounter that Wolverine has been waiting for, but has the little guy got what it takes to back up his feelings? You betcha! Things aren't totally going his way, though, because Shaw's army of robot guards and henchmen are all up against him...

Level 5.2



This is the exit to the level, once you've got here you can take a well deserved breather!

Click this switch to open the door on the far left.

An evil, smelly Morlock. Dodge her energy blasts and run past her if you can. If not... well just kill 'er!

Make your way to this door and then push up to go through it.

In the sewers beneath New York, things are hotting up slightly (not to mention smelling a bit as well!). Wolverine has got more trouble on his plate than maybe even he can handle – Morlocks, Crocodiles, toxic rivers, sewer pipes, leaking toxic waste, Bloodscream and Fitzroy. I have to tell you, this is more trouble than I can handle, but then again, I'm not a mutant with a healing ability and two sets of claws, am I?

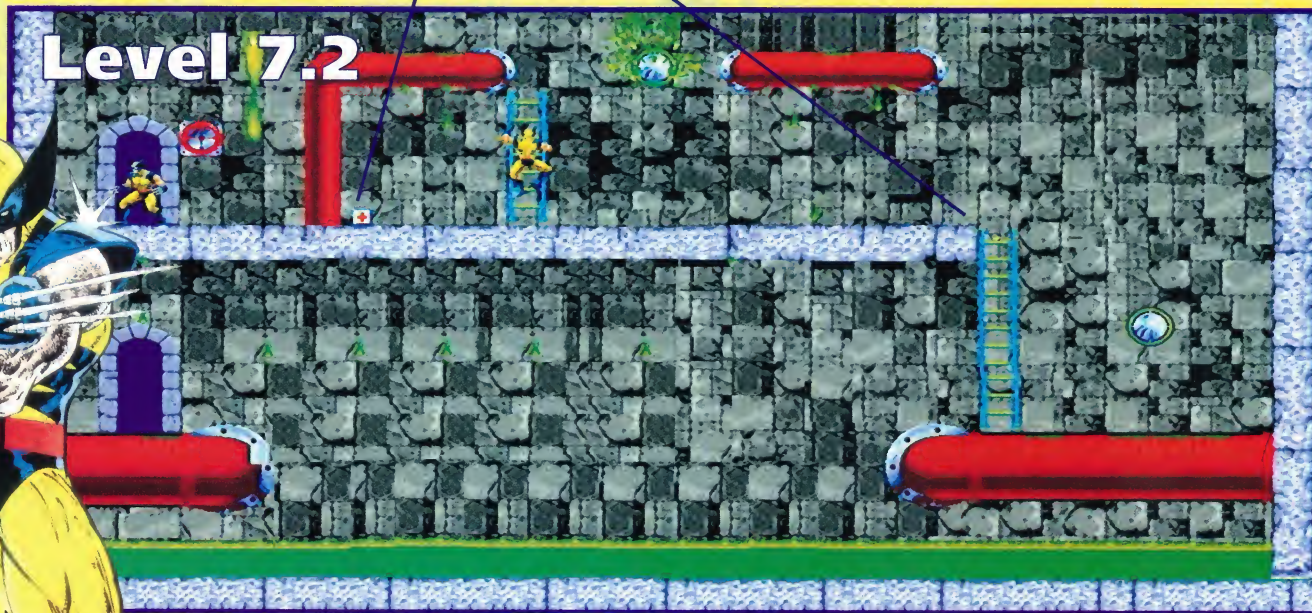
Level 7.1



An extra energy top-up for you, sir, right HERE!

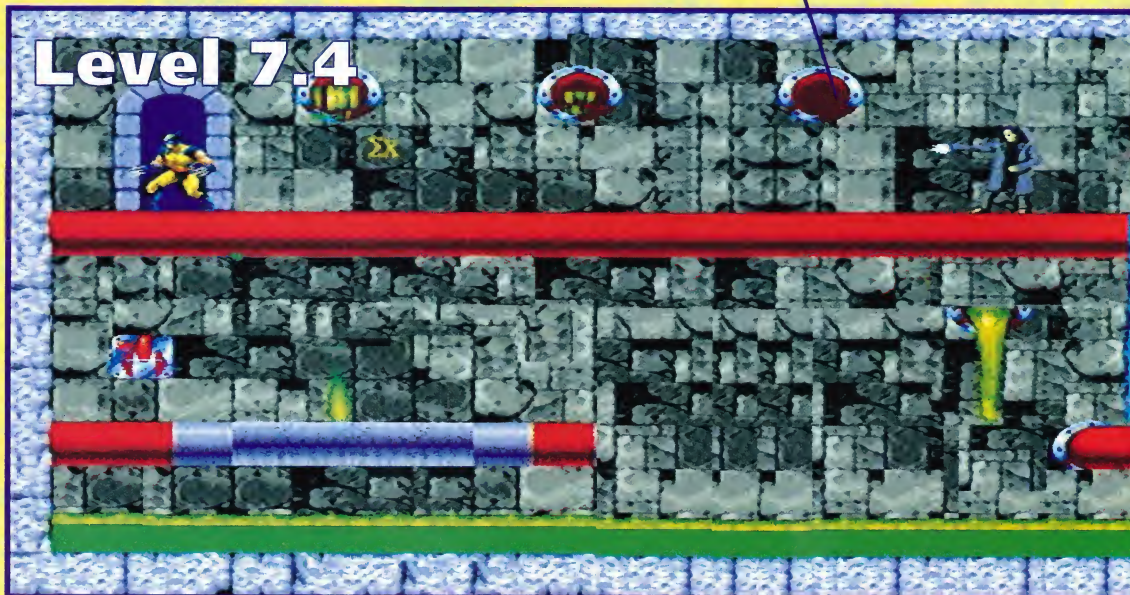
Climb down this ladder and keep an eye out for any mutants who may be waiting for you at the bottom. Yipes!

Level 7.2

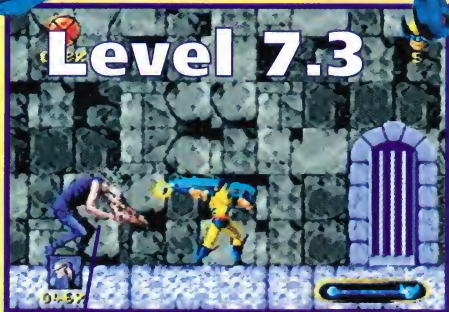


Time your movement in between these sewage containers, otherwise you'll be sorry...

Level 7.4



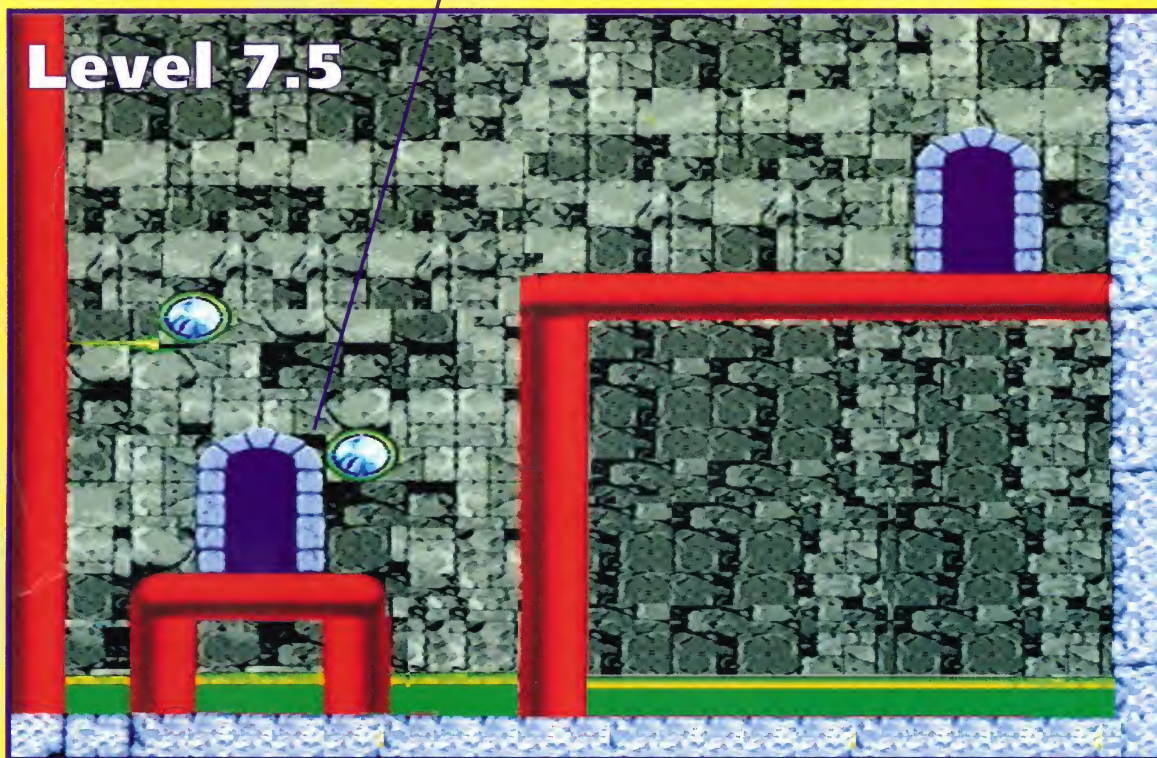
Level 7.3



This monster is a bit tricky to say the least, but continue to furiously pound away at him and he'll be doomed.

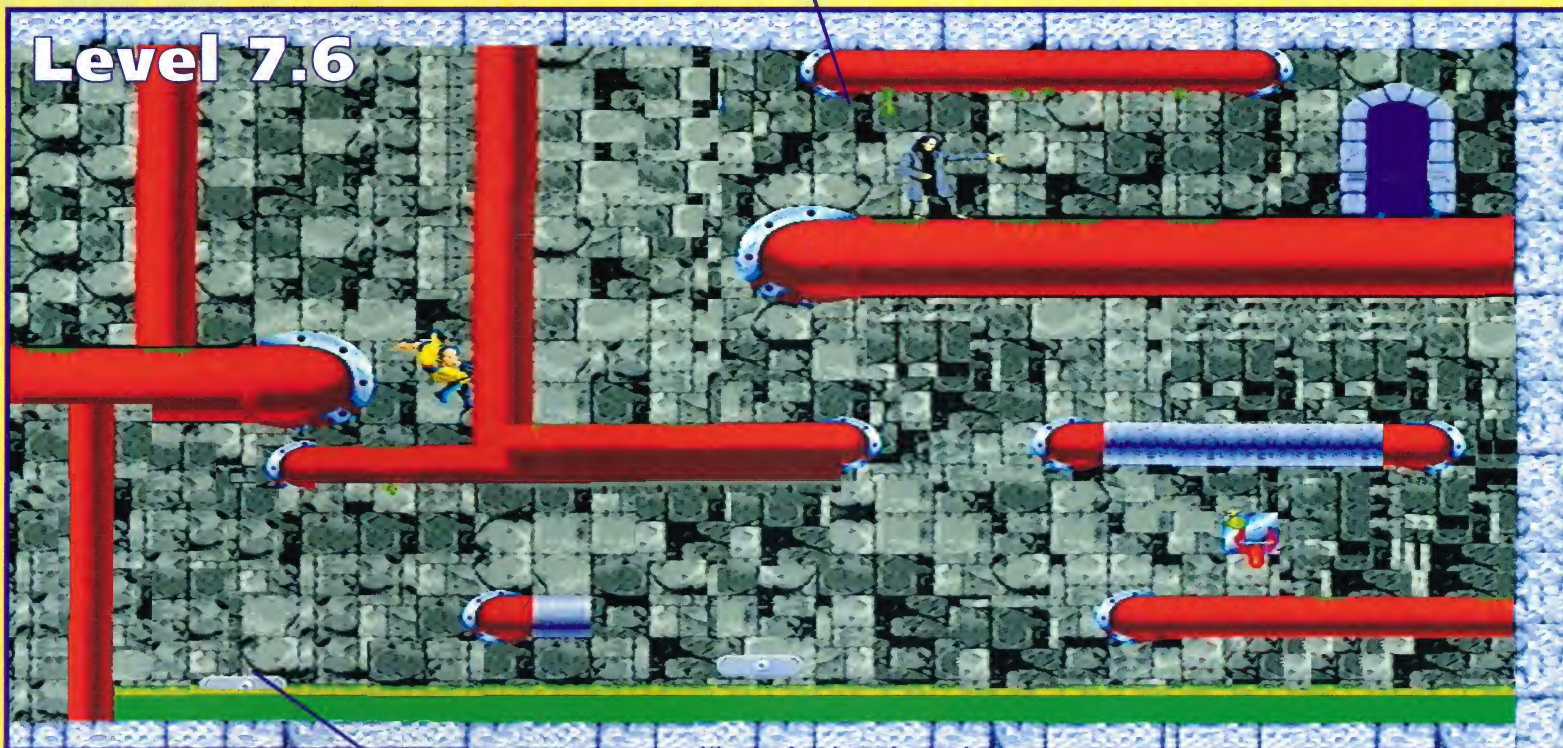
A short level, simply make your way up to the door on the right to exit.

Level 7.5



This Morlock has got a gun, he's got long hair, he's fat, and he's probably very dim. That's four good reasons to kill him!

Level 7.6



Jump onto these floating platforms to reach higher ground.

Cartridge supplied by:

ACCLAIM

Tel: (0171) 344 5000

Get Ready Get Set Go



RACE SPECIAL



Street Racer

Mirco Machines

BC Racers

**Road
Rash**